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Parsing and inserting and element into DOM +tagging visitors   **SEARCH**

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1 Technique for automatically correcting words in text

Karen Kukich

December 1992 **ACM Computing Surveys (CSUR)**, Volume 24 Issue 4

Publisher: ACM Press

Full text available: 📄 pdf(6.23 MB)   Additional Information: full citation, abstract, references, citi

Research aimed at correcting words in text has focused on three progressively more difficult pro
isolated-word error correction; and (3) context-dependent work correction. In response to the f
n-gram analysis techniques have been developed for detecting strings that do not appear in a g
problem, a variety of general and application-specific spelling cor ...

Keywords: n-gram analysis, Optical Character Recognition (OCR), context-dependent spelling
language-processing models, neural net classifiers, spell checking, spelling error detection, spel
models, word recognition and correction

2 Classification and machine learning: Elimination of junk document surrogate candidates th

Eunyee Koh, Daniel Caruso, Andruid Kerne, Ricardo Gutierrez-Osuna

August 2007   **Proceedings of the 2007 ACM symposium on Document engineering DocEn**

Publisher: ACM Press

Full text available: 📄 pdf(638.54 KB)   Additional Information: full citation, abstract, references, inc

A surrogate is an object that stands for a document and enables navigation to that document. H
textual surrogates, even though studies have shown that image and text surrogates facilitate th
understanding. Surrogates may be formed by breaking a document down into a set of smaller e
candidate. While processing these surrogate candidates from an HTML document, relevant infor

Keywords: document surrogate model, mixedinitiatives, navigation, pattern recognition, princi
classifier, semi-autonomous agents, surrogate

3 WordsEye: an automatic text-to-scene conversion system

Bob Coyne, Richard Sproat

August 2001   **Proceedings of the 28th annual conference on Computer graphics and inte**

Publisher: ACM Press

Full text available: pdf(4.55 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citi</u>

Natural language is an easy and effective medium for describing visual ideas and mental image: language-based 3D scene generation systems to let ordinary users quickly create 3D scenes wil acquire artistic skills, or even touch a desktop window-oriented interface. WordsEye is such a sy representative 3D scenes. WordsEye relies on a large database of 3D models and poses to depi·

Keywords: HCI, applications, multimedia, scene generation, text-to-scene conversion

4 <u>Expert/novice: Approaches to web search and navigation for older computer novices</u>
Anna Dickinson, Michael J. Smith, John L. Arnott, Alan F. Newell, Robin L. Hill
April 2007   **Proceedings of the SIGCHI conference on Human factors in computing sys·**
Publisher: ACM Press
Full text available: pdf(348.76 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>inc</u>

A proof of concept web search and navigation system was developed for older people for whom joint industry/academia team deployed User Sensitive Inclusive Design principles, focusing on t group. The search and navigation system that was developed was significantly preferred by the commercial (Internet Service Provider) system; it scored highly for ease of use and ...

Keywords: accessibility, human factors, interface layering, older people, usability, web browse

5 <u>Software components using symbolic computation for problem solving environments</u>
Y. N. Lakshman, Bruce Char, Jeremy Johnson
August 1998   **Proceedings of the 1998 international symposium on Symbolic and algebrai·**
Publisher: ACM Press
Full text available: pdf(319.23 KB)   Additional Information: <u>full citation</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

6 <u>Multilingual generation and summarization of job adverts: the TREE project</u>
Harold Somers, Bill Black, Joakim Nivre, Torbjörn Lager, Annarosa Multari, Luca Gilardoni, Jeremy
March 1997   **Proceedings of the fifth conference on Applied natural language processin·**
Publisher: Morgan Kaufmann Publishers Inc.
Full text available: pdf(865.00 KB) Publisher Site   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>

A multilingual Internet-based employment advertisement system is described. Job ads are subr example-based pattern matcher and stored in language-independent schemas in an object-orie database in their own language and get customized summaries of the job ads. The query engin· techniques, while the generation module integrates canned text, templates, and grammar rules

7 <u>Papers: infrastructure for ubicomp: User interfaces when and where they are needed: an i·</u>
Mark W. Newman, Shahram Izadi, W. Keith Edwards, Jana Z. Sedivy, Trevor F. Smith
October 2002   **Proceedings of the 15th annual ACM symposium on User interface softwar**
Publisher: ACM Press
Full text available: pdf(673.34 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citi</u>

Users in ubiquitous computing environments need to be able to make serendipitous use of reso which they have no prior knowledge. The Speakeasy recombinant computing framework is desi· resources on a network. In addition to other facilities, the framework provides an infrastructure interfaces can be made available to users on multiple platforms. The framework enables UIs to

Keywords: asynchronous user interfaces, recombinant computing, speakeasy, ubiquitous com·

8 Interactions with shared displays: Individual audio channels with single display groupware: strategy
Meredith Ringel Morris, Dan Morris, Terry Winograd
November 2004 **Proceedings of the 2004 ACM conference on Computer supported cooperat**
Publisher: ACM Press
Full text available: pdf(906.34 KB)   Additional Information: full citation, abstract, references, citi

> We introduce a system that allows four users to each receive sound from a private audio chann
> order to explore how private audio channels affect a collaborative work environment, we condu
> results reveal differences in work strategies when groups are presented with individual versus p
> private audio does not impede group communication and may positively impact group dynamic
>
> Keywords: audio interfaces, multimodal interfaces, single display groupware, single display pri

9 Mobile and social games: The gopher game: a social, mobile, locative game with user gen
Sean Casey, Ben Kirman, Duncan Rowland
June 2007   **Proceedings of the international conference on Advances in computer ente**
Publisher: ACM Press
Full text available: pdf(4.09 MB)   Additional Information: full citation, abstract, references, inc

> This paper introduces 'Gophers', a social game for mobile devices that utilises task oriented gar
> experience. The study combines a number of key research themes: mobile social gaming, acqui
> content sharing in mobile settings. The experience of trialling the game in the real world is disc
> presented.
>
> Keywords: GSM cell phones, context acquisition, locative and mobile gaming, social networkin

10 Tagging, finding, and timing: Rethinking the progress bar
Chris Harrison, Brian Amento, Stacey Kuznetsov, Robert Bell
October 2007   **Proceedings of the 20th annual ACM symposium on User interface softwar**
Publisher: ACM Press
Full text available: pdf(727.66 KB)   Additional Information: full citation, abstract, references, inc

> Progress bars are prevalent in modern user interfaces. Typically, a linear function is employed s
> proportional to how much work has been completed. However, numerous factors cause progres
> Additionally, humans perceive time in a non-linear way. This paper explores the impact of vario
> perception of process duration. The results are used to suggest several design considerations th
>
> Keywords: duration neglect, human-centric, peak-and-end, progress bar, time perception, use

11 Invited talks: How and why Wikipedia works: an interview with Angela Beesley, Elisabeth E
Dirk Riehle
August 2006   **Proceedings of the 2006 international symposium on Wikis WikiSym '06**
Publisher: ACM Press
Full text available: pdf(240.54 KB)   Additional Information: full citation, abstract, references, inc

> This article presents an interview with Angela Beesley, Elisabeth Bauer, and Kizu Naoko. All thr
> English, German, and Japanese Wikipedias and related projects. The interview focuses on how \
> practitioners believe it will keep working. The interview was conducted via email in preparation
> Symposium on Wikis, with the goal of furthering Wikipedia research [1]. Interviewer was Dirk .

Keywords: CSCW, Wiki, Wikimedia foundation, Wikipedia, collaboration processes, collaboratic

12 Short papers: From useful idiocy to activism: a Marxist interpretation of computer developr

Bob Hughes

August 2005   **Proceedings of the 4th decennial conference on Critical computing: betwei**

Publisher: ACM Press

Full text available: pdf(256.19 KB)   Additional Information: <u>full citation, abstract, references</u>

> Baran and Sweezy's 1966 study of U.S. capitalism [2] argued that its fundamental problem is n
> of surplus to rise" --- from which it has been rescued by wars, by "epoch-making innovations",
> Luxemburg [12] showed that capitalism is unsustainable without the unacknowledged support c
> analyses seem to explain a great deal about today's, capitalist IT industries.
>
> **Keywords**: Marxism, capitalism, computers, economic surplus, electronics, marketing, sales ef

13 An analysis of user input to an X.500 white pages directory service

Paul Barker

April 1995 **IEEE/ACM Transactions on Networking (TON)**, Volume 3 Issue 2

Publisher: IEEE Press

Full text available: pdf(1.68 MB)   Additional Information: <u>full citation, references, index terms, review</u>

14 Children and information visualization technologies

Karen G. Schneider

September 1996 **interactions**, Volume 3 Issue 5

Publisher: ACM Press

Full text available: pdf(764.85 KB)   Additional Information: <u>full citation, references, citings, inde</u>

15 Video demonstrations: augmenting reality: Bridging physical and virtual worlds with taggec

Beverly L. Harrison, Kenneth P. Fishkin, Anuj Gujar, Dmitriy Portnov, Roy Want

May 1999   **CHI '99 extended abstracts on Human factors in computing systems CHI 'S**

Publisher: ACM Press

Full text available: pdf(239.67 KB)   Additional Information: <u>full citation, abstract, references</u>

> A compelling and provocative vision of the future was presented in Pierre Wellner's video and ai
> office tools such as pens, erasers, books, and paper were seamlessly integrated (or at least alr
> augmentation and virtual tools, using projection and image processing. His work, and now our i
> and [1, 3, 5]), are directed at more seamlessly bridging the gulf between physical and virtu ...
>
> **Keywords**: RFID tag, augmented reality, phicon, physical UI, tangible interface, ubiquitous cor

16 Supporting exploratory search: Find that photo!: interface strategies to annotate, browse, a

Ben Shneiderman, Benjamin B. Bederson, Steven M. Drucker

April 2006 **Communications of the ACM**, Volume 49 Issue 4
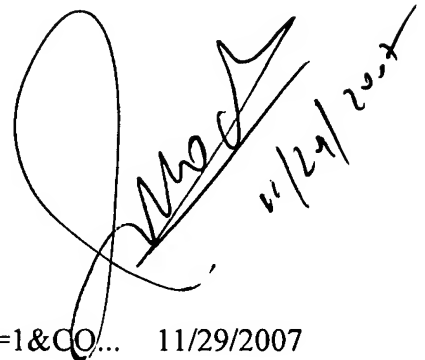
Publisher: ACM Press

Full text available: pdf(1.12 MB) html (13.60 KB)   Additional Information: <u>full citation, references, index terms</u>

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